SPACE CHASER™

TAITO
TAITRONICS

SPACE CHASER

METHOD OF PLAY

A one or two player game.

Press the 'start' button and commence game by steering the yellow coloured spaceship with the central control lever - changing direction, avoiding approaching missiles (red coloured) and erasing dots on screen.

Pressing the red coloured acceleration button will allow spaceship to outdistance the red coloured missile, however, this increases fuel consumption resulting in a reduction of allocated bonus points (4000).

Total points score is shown in the centre panel with each elimination and comprises of bonus points scored (shown at top of screen).

When the board has been cleared twice, both red and white missiles will appear. The white missiles do not pursue spaceships but are decoys which move around the board, however, should they strike your ship they will cause its destruction.

Players have three spaceships to play with and an additional ship is gained when points exceed 10,000.

SPECIAL FEATURES

In addition to possessing a beautifully coloured screen, the game becomes increasingly difficult with each clearance of the board and the thrill derived from overcoming the attack of red missiles is unsurpassed.

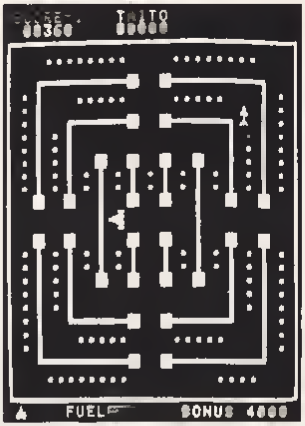
Upon entering the green zone, velocity of attacking missiles increases.

Dots have a value of ten points on the first round, twenty points on the second round, thirty points on the third round, etc., up until the ninth round when they reach the maximum value of ninety points.

Changes in screen projection:

1st Round -1 red missile (which pursues spacecraft)
2nd Round -1 red missile and 1 white missile (which does not pursue spacecraft)
3rd Round -1 red and 1 white missile plus a green zone
4th Round -2 red missiles
5th Round -2 red missiles and green zone.
Thereafter conditions are as in the 5th Round.

When a 'Record Score' is achieved one can record one's name on the screen using up to ten letters from the alphabet projected on the screen.



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METHOD OF ACHIEVING A HIGH SCORE

As the number of dots decreases the velocity of missiles increases.

As acceleration reduces fuel quantity and bonus points, try to limit use of acceleration button. Higher points can be achieved if erasure of dots is made from the centre of the panel to the periphery.

When your spaceship is attacked as you are performing erasure of dots, escape into the centre area and execute 'Feint' manoevres to evade attack.

DETAILS OF SPECIFICATION

Height - 1710mm
Depth - 876mm
Weight - 115kg
Width - 610mm
Power Consumption - 101W
Voltage - 100V. 50/60hz
220-240V. 50/60hz

Exterior Panelling - 'Poly-board'
Charges per Game:
1 coin per game, 2 coins 2 games (or 2 players)

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SPACE CHASER
Utility patent and trade mark registration applied for